Middle East Assault

Advanced Assault

Anti-Armor Base Hit Modifiers

Target is in cover	*X1/2*	
ATGM firing in to woods	*X1/2*	
Target is stationary aircraft		
firer is a †, * or **	*None*	
firer is all other	*X1/2*	
Target is moving aircraft		
firer is a †, * or **	*X1/2*	
firer is all other	*X1/4*	
N steps of AFVs or helicopters		
in hex: +(N/2-1)		
AAM/SAM firing at aircraft		
+ target aircraft's infared/defensive modifier		

Units in cover X1/3

BRDM w/ATGM

To Die Roll:
- *Target is in urban strip:* +1
- *Target is in woods:* +1
- *Target is in ruins:* +2
- *Target is in rough:* +2
- *Target is in Farmland:* +2
- *Israeli firing MBT moved:* +1
- *Arab firing AFV moved:* +3

Arab T-54/T-55/T-62 firing at target at different elevation: +2

Hit Confirmation Procedure

1. Determine primary armor value (Front or Flank)
2. Subtract modified Target Armor Value from the Ammunition Penetration Value = Penetration Value
3. Add 4 (Conventional Armor Modifier) to Penetration Value
4. Roll die; if the number rolled is less or equal to the Penetration Value the round penetrates and causes step loss.

Opportunity Fire Limits

Range	Limits
4	Maximum range Msl or fire at unit performing popup
5-8	Target must be in 2nd consecutive spotted hex (4th hex for Helicopter in march formation)
9-12	Target must 3rd consecutive spotted hex (6th hex for Helicopter in march formation)
All Ranges	Attack aircraft must be spotted for 6 consecutive hexes Fighter-bombers must be spotted for 8 consecutive hexes

Limits above (except for Msl) do not apply if target begins the phase visible and remains visible. ROF is 1 per hex entered by target.